

## CLAIMS

What is claimed is:

1. A method of playing a game, the method comprising, not necessarily in the order shown:

(A) providing a jumbled ball display, the display comprising a container and a plurality of display

5 balls in the container, the container allowing the player to see the display balls;

(B) jumbling the display balls in the container, the jumbling of the display balls in the container having no effect on an outcome of the game;

(C) providing a plurality of prize balls;

(D) selecting at least one prize ball to convey the outcome of the game; and

10 (E) providing at least one media to the player, wherein the media provides information relevant to an outcome of the game.

2. The method of claim 1, further comprising:

(A) allowing the player to select at least one indicia using an input device; and

15 (B) awarding the player a prize based on a comparison of the selected indicia and the selected prize ball.

3. The method of claim 2, wherein the selected prize ball comprises at least one symbol, further comprising awarding a prize to the player if at least one indicia selected by the player

20 corresponds to the symbol of the selected prize ball.

4. The method of claim 3, further comprising providing at least one secondary prize, selecting a second prize ball, and awarding the secondary prize in addition to the prize awarded in claim 3 if an indicia selected by the player corresponds to the second prize ball.

5 5. The method of claim 2, wherein a plurality of prize balls are selected in a first order, the plurality of prize balls comprising symbols, wherein the player is allowed to select a plurality of indicia in a second order, the method further comprising awarding a prize to the player if the plurality of player selected indicia and second order correspond to the symbols and first order of the selected prize balls.

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6. The method of claim 2, further comprising awarding a progressive prize if a predetermined number of indicia selected by the player match a predetermined number of prize balls.

7. The method of claim 1, further comprising randomly selecting at least one indicia and  
15 recording the indicia on the media.

8. The method of claim 7, wherein the media comprises a removable coating, the removable coating being adapted to cover at least a portion of the media.

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9. The method of claim 7, wherein a plurality of prize balls are selected in a sequence, the plurality of prize balls comprising symbols, wherein a plurality of indicia are randomly selected in an order, the method further comprising awarding a prize to the player if the plurality of randomly selected indicia and sequence correspond to the symbol and order of the selected prize balls.

10. The method of claim 7, wherein the selected prize ball comprises at least one symbol, further comprising awarding a prize to the player if at least one randomly selected indicia corresponds to a symbol of the selected prize ball.

11. The method of claim 10, further comprising providing at least one secondary prize; allowing the player to select a second indicia, selecting a second prize ball, and awarding the secondary prize in addition to the prize awarded in claim 10 if an indicia selected by the player corresponds to a symbol of the second prize ball.

12. The method of claim 7, further comprising awarding a progressive prize if a predetermined number of indicia selected by the player match a predetermined number of the symbols of the selected prize balls.

13. The method of claim 1, further comprising having a central computer system determine the game outcome.

14. The method of claim 1 wherein the container and the display balls are video representations.
15. The method of claim 1, wherein the media provided to the player determines the game outcome.

16. A gaming device, the gaming device comprising:

(A) a game apparatus, the game apparatus being adapted to allow a player to play a game;

(B) a jumbled ball display device, the display device comprising:

(a) a plurality of display balls;

5 (b) at least one container, the container being adapted to hold the display balls, the container having at least one portion that is at least partially transparent, wherein the player may view the balls in the container; and

(c) at least one agitator, the agitator being adapted to agitate the display balls inside of the container, wherein the jumbled ball display device does not affect the outcome of the game

10 played on the game apparatus;

(C) a prize display in communication with the game apparatus, the prize display being adapted to select a prize ball to convey the outcome of the game and display the selected prize ball; and

(D) a media dispenser in communication with the game apparatus, the media dispenser being configured to dispense media to the player.

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17. The gaming device of claim 16, wherein the media comprises at least one indicia displayed thereon.

18. The gaming device of claim 17, wherein at least one indicia is recorded on the media after  
20 the media is placed in the media dispenser.

19. The gaming device of claim 17, wherein at least one indicia is recorded on the media before the player plays a game on the game apparatus.

20. The gaming device of claim 16, wherein the media comprises an award notification displayed thereon.

5 21. The gaming device of claim 20, wherein the award notification is recorded on the media after the media is placed in the media dispenser.

22. The gaming device of claim 20, wherein the award notification is recorded on the media before the player plays a game on the game apparatus.

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23. The gaming device of claim 16, wherein the gaming apparatus is configured to allow the player to redeem an award.

24. The gaming device of claim 16, wherein the game apparatus is in communication with a  
15 central computer system, the central computer system determining the game outcome.

25. The gaming device of claim 16 wherein the container and prize balls are video representations on a video display and the agitator comprises a processor in communication with the video display.

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26. The gaming device of claim 16 wherein the media dispensed to the player determines the game outcome.

27. A gaming device, comprising:

(A) a plurality of display balls;

(B) at least one container, the container holding the display balls, the container having at least one portion that is at least partially transparent, wherein the display balls in the container are visible to a player;

(C) at least one prize ball, the prize ball being configured to convey a game outcome, the prize ball being further configured to create an illusion to the player that the display ball conveys the game outcome;

(D) at least one prize ball holder, the prize ball holder being adapted to hold the prize ball;

(E) a controller in communication with the prize ball holder, the controller selecting at least one prize ball in the prize ball holder; and

(F) a media dispenser, the media dispenser being adapted to dispense media to the player.

28. The gaming device of claim 27, further comprising an input device, the input device allowing the player to select an indicia.

29. The gaming device of claim 28, further comprising a display device, wherein the input device and the display device are in communication with the controller, wherein the display device is configured to display the player selected indicia to the player.

30. The gaming device of claim 27, wherein the media comprises a removable coating, the removable coating covering at least a portion of the media.

31. The gaming device of claim 27, wherein at least one indicia is recorded on the media before the player plays a game.

5 32. The gaming device of claim 27, wherein at least one indicia is recorded on the media after the media is placed in the media dispenser.

33. The gaming device of claim 27, wherein the controller is in communication with a remote computer system, the remote computer system determining the game outcome.

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34. The gaming device of claim 27, wherein the container and the prize balls are video representations.

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35. The gaming device of claim 27 wherein the media dispensed to the player determines the game outcome.

36. The gaming device of claim 35 further comprising a media reader in communication with the controller, wherein the media directs the controller to display a particular prize ball.



37. A method of playing a game, the method comprising, not necessarily in the order shown:
- (A) providing a container and a plurality of display balls in the container, the container allowing a player to see the display balls;
  - (B) dispensing at least one media to the player, the media comprising at least one indicia;
  - 5 (C) jumbling the display balls in the container;
  - (D) providing a plurality of prize balls, the prize balls being configured to convey a game outcome, the prize balls being further configured to create an illusion to the player that the display balls convey the game outcome;
  - (E) selecting at least one prize ball using a controller; and
  - 10 (F) comparing the indicia with the selected prize ball to determine an award.
38. The method of claim 37, wherein the indicia on the media is pre-printed.
39. The method of claim 37, wherein the indicia is randomly selected and recorded on the  
15 media before the media is placed in the media dispensed.
40. The method of claim 37, wherein the media comprises a removable coating, the removable coating covering at least a portion of the media.
- 20 41. The method of claim 37, wherein the selected prize ball comprises at least one symbol, further comprising awarding a prize to the player if the indicia displayed on the media corresponds to the symbol on the selected prize ball.

42. The method of claim 41, further comprising providing at least one secondary prize, selecting a second prize ball comprising at least one symbol, and awarding the secondary prize in addition to the prize awarded in claim 37 if the symbol appearing on the second prize ball matches an indicia on the media dispensed to the player.

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43. The method of claim 37, wherein a plurality of prize balls are selected in an order, the plurality of prize balls comprising symbols, wherein the media comprises a plurality of indicia having an order, the method further comprising awarding a prize to the player if the plurality of indicia correspond to the symbols and order of the selected prize balls.

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44. The method of claim 37, further comprising awarding a progressive prize if a predetermined number of indicia on the media dispensed to the player match a predetermined number of prize balls.

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45. The method of claim 37 wherein the controller is in communication with a central computer system, the central computer system determining the game outcome.

46. The method of claim 37 wherein the container and prize balls are video representations.

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47. The method of claim 37 wherein the media dispensed to the player determines the game outcome.

48. The method of claim 37 further comprising:

- (A) reading the indicia on the media;
- (B) communicating the media indicia to the controller, wherein the selected prize ball is determined by the media indica.

49. A method of playing a game, the method comprising, not necessarily in the order shown:

(A) providing a container and a plurality of display balls in the container, the container allowing a player to see the display balls;

(B) allowing the player to select at least one indicia using an input device;

5 (C) displaying the selected indicia on a display device, the display device in communication with the input device and configured to display the selected indicia by the player;

(D) jumbling the display balls in the container;

(E) providing a plurality of prize balls, the prize balls being configured to convey a game outcome, the prize ball being further configured to create an illusion to the player that the

10 display ball conveys the game outcome;

(F) selecting at least one prize ball using a controller; and

(G) comparing the indicia with the selected prize ball to determine an award.

50. The method of claim 49 wherein the controller is in communication with a central

15 computer system, the central computer system determining the game outcome.

51. The method of claim 49 wherein the container and the prize balls are video representations.